Chrono Trigger *Ultra Secret* Secrets

Against what everyone thought, there are other secret characters besides Magus (thought he wasn't much of a secret). The discovery of these characters also triggers the discovery of new ending. A just unveiled code has opened up a whole new world into Chrono Trigger, that is just beggining to be discovered. I got inspired on this section after reading several FF3 FWAQs and Bogus FAQs.

To activate these secrets, you must enter the following code in your Super Nintendo Entertainment System Controller while the title screen is showing (and I think the pendulum is still swaying back and forth):

B, B, X, X, Y, Y, L, R, L, R, Up, Down, Left, Right, Select, B, X, Y, O, B, X, L, Left, R, Right, Start & A.

A little long, uh? Don't worry, it's memorized easily. A glittering sound will be heard if you finish the code correctly. I can **assure** you the tricks will happen if you enter the code as it is shown, as impossible they seem, even if you don't fill all the conditions, which were set to make sure. And also I'm positively sure this code has no typos. All buttons shown there must be pressed.

Anyone whom wishes to contribut with another "CT secret so secret not even Squaresoft knows about it" please mail it saulshion@geocities.com. I've received a couple in the message board, guestbook and months back in e-mail, but due to technical troubles we need you to submit them again via e-mail to post.

Secret Characters:

Schala: Yeah, that's right, Schala. We thought it was too simple to Magus to never find Schala, and the person who included this might have had too.

To get Schala, you have to be very careful. When you go up to Death Peak, the team must have Magus as it lead character. Some of the characters as the other members of the party may void the trick, but it seems to work well with Marle and Lucca. The important thing is that when you are in the time suspension, about to replace Crono for the clone, get Magus to say he wishes there could be a way to save Schala, I don't remember if you need to talk to her "statue" or if it's automatic.

Now's where you need to be careful. After getting Magus to say that, don't talk to anyone else, just replace Crono if it's needed and let the scene go on. When you're asked to regroup, leave your party exactly as it was when you came up here. Then, go down the mountain, not checking anything and avoding a fight or any event. The trick is to get to Norstein Bekkler as fast as you can and with the least interference as possible. You need to do it before 5 minutes, I think.

When you get to the Tent in 1000 AD, still Magus as your leader, play the 40 Silver Point game (Yes, you have to have collected 40 Silver Points **before** going up to Death Peak) and you must win it with

Magus without failing even once. If you did it right, when Bekkler talks about you winning Magus' doll, the same will ask if it can be Schala's instead. Norstein will react with surprise but will make one (don't ask me how) and give it to you as the "Clone" (like Crono's for Death Peak)

Now go directly to Gasper in the End of Time, also without talking to anyone and he'll give you another Chrono Trigger, saying that he hopes you know what to do about it. If you talk to him again, he'll make a normal conversation, but you will still have the CT. Go back to Death Peak's summit (You may talk or fight) still with Magus as the leader of your party. Once again, the eclipse will happen and you'll fall in the time suspension but this time go to Schala and replace her with the clone. (I wonder how did she send you with the pendant if it was a clone, but who knows how advanced Bekkler's technology is =>)

When you come out, Schala will wake up dizzily, looking for Janus and recognizing Magus as the prophet. Magus won't tell her who he is, (But check Schala and Magus' Ending) but he will explain her Zeal was destroyed, and request her help in defeating Lavos. She will accept but say she doesn't trust Magus. You'll have a chance to change Schala's name (It'll be shortened to Shala =<) Then, you will reform your party, but Shala and Magus will have to stay (faded in black).

When you get to Epoch (if you go to Sewer Access or Keeper's Dome Magus will say the message about going to the End of Time and you'll go out) and take off, there will be a cut where Magus'll say aboard the Epoch that the group should head to the End of Time, that'll happen if you try to land or warp to another age. When you arrive, Gaspar will say "Hey" and you'll be forced to talk to him, there Schala will recognize him, ask for Janus then say she must destroy Lavos. Gaspar will not tell Magus' secret, saying Janus will be found soon by Schala. Then, Schala will join as another party member.

When you talk to her in the End of Time:
"Lavos ruined my life... I must stop him from doing it to anyone else."

If you take her:
"I will go with you."

If you don't:
"Lavos... I won't rest until you are destroyed."

When you introduce her to Crono's mom:
"Oh my! Where do you come from, my girl?"
"From, um, a far away kingdom... it was destroyed."
"Oh, I'm so sorry to hear that. Is there anything I can do for you?
"No, Crono is helping me already, thanks."
"Crono, please be kind to her."

You might wonder what Schala's equipment is, and I'll tell you it's worth finding Schala just for it. She comes with a Prism Dress, Prism Helm and Gold Stud. Also you might be dying to know what her weapon is. Well, it's a Prism Boomerang (Although when used looks like a hole to a Rainbow Shell-like texture, but does a good deal of damage).

You must be craving what her magic is too. There's some confusion in here. In her status screen it is listed Shadow, but when Spekkio meets her, he says "Isn't it the Princess of Zeal? Her mastery is way too much for me!". She has basically the same spells than Magus, but instead of Dark, it says Prism.

(!) So, she has:
**Fire 2*
**Water 2*
**Lightning 2*
**Prism Bomb* - Like a Dark Bomb, but instead has that red - orange - yellow mix tone of the Rainbow Shell, I have no idea of what they did.
**Magic Wall*
**Prism Mist* - This one is just awesome to see.
**Rainbow Hole* - Same effect that Black Hole with Rainbow background.
**Prism Matter*

She's a great character, but it is unlikely you'll need her to beat the game. Her magic level is greater than even Magus's, and her Prism spells make about same damage than Dark ones. Her weapon is like Marle's and Lucca's, with low Power but high Hit, and does damage similar to Siren's.

In case you wonder, she wears her purple robe and the way of casting spells are the shadow orbs. She doesn't participate in any events of the game, except some conversation with her mother when battling her in the Black Omen, but still fights. You can win a clone for her (though some actions don't seem to happen) but I haven't found the place it appears ("Shala's house"). I assume it's at Death Peak's summit but haven't checked it. Having Schala will always lead to Schala and Magus' Ending

Cyrus: The other missing folk here. Gleen had to get his part on recovering lost ones too.

No, you don't go to Death Peak on this one, but something that had already happened in the game. Leave Robo helping Fiona to replant the forest. When you go to 1000 AD to pick him up, have Frog leading your party, then go thru the forest camp and Lucca-goes-back-in-time scene. After it, go back to 600 AD ASAP and with frog leading your party. Now wander around the field Robo is planting. (Where the forest will be in 400 years) There is a random point where the name "Gate" will show up, like when you enter any building. Press A and you'll find yourself in a field with a red gate on it. Approach, press A, and Frog will enter leaving the others behind.

Frog will find himself in Denadoro Mts. and run off the screen. The view switches to the scene where Glenn and Cyrus face Magus. All will happen the same, but at the moment Magus is going blast Cyrus, someone will shout "Cyrus!!" and Frog will jump across taking Cyrus and disappearing. Glenn will try to follow, but Magus will block him. "Don't you think you will escape too. What should we do with him Ozzie?" Then they shot a beam to Glenn and he falls of the waterfall. (The same when they transformed them)

Frog and Cyrus reappear in the screen with the gate. Cyrus tries to go back for Glenn, but Frog stops him from doing so and they both step into the gate. Back into 600 AD, Frog explains Cyrus he is Glenn, and tells him about the time travel, then reveals the Masamune. If you went to Cyrus' grave before this, you already have the powered Masamune, but if you didn't, Masa and Mune will appear at that moment and create it with much the same dialogue. (Going to the ruins after this will have no effect) Cyrus will then ask for Magus, if you chose to fight him, Glenn will say he defeated it and the kingdom's free. But if you don't, Magus will appear at that same moment. Magus and Cyrus will say some improper things, then they will start fighting (you have no control) but the fighting will stop after

a while and Frog will explain how Magus is fighting Lavos as well and asks Cyrus to join. Then you may reagroup your party and Cyrus will be a regular member.

When you talk to him in the End of Time:
"It is now my time to fight together with you."

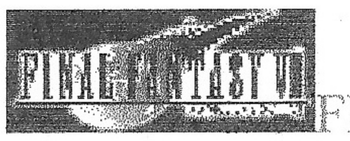
If you take him:
"Be Magus or Lavos, is it my duty to protect Guardia."

If you don't:
"Never underestimate your allies or enemies."

When you introduce him to Crono's mom:
"I'm pleased to meet you, my lady."
"Oh my, what a gentleman! Are you a friend of Crono."
"Yes, I'm fighting with him as an ally now."
"Fighting? I hope you keep him out of trouble."
"Do not worry, it will be a pleasure to help you."
"Crono, you should start hanging out wiht more peoplelike this gentleman.

Cyrus comes with Moon Armor, Brave Sword and Ribbon. He is a decent fighter, better than Frog but not as good as Crono. Of course you can give him the powered up Masamune and the Hero Medal for higher effectiveness, he can use all the weapons for Frog. He starts without magic, but go to Spekkio and he'll say "A brave hero from the past with a kind soul. You are fit for "Lightning"." His tech are a mix of Crono's and Frog's except two. After learning magic, he will then have all his techs except for one he will learn after a few battles (I don't know if you can win it before learning magic)
Slash
Spincut
Leap Slash (?)
NrvnaStrke (Nirvana Strike) - The same he used for fending off the Frog King, though it doesn't do that much damage.
**Lightning*
**Cure*
**Lightning 2*
**Holy Cross* - He holds his sword high, then at astounding speed dashes through the enemy twice leaving a white trail that forms a cross. This attack I believe it does even more damage that Crono's Confuse.

As I said, he is a powerful fighter, similar to Crono. These two secret characters don't seem to have double o triple techs so far. But that would be great, just imagine a double of Schala & Magus or Frog & Glenn.


FF7 Characters:

There are two ways to play with the FF7 characters in your Chrono Trigger game:

1. Insert your Chrono Trigger catridge in your PlayStation system.
2. Use the PSX Memory card (you need to have the characters in a FF7 saved game) to load the Chrono Trigger game in your Super Nintendo.

Secret Endings:

Schala and Magus' Ending:

In any ending where Magus appears, Schala will also (obviously you have to have gotten both Schala and Magus). She will head for the same pillar or gate, saying "I will try to mend up the damage mother did in my time." She will repeat the same in any situation, while Magus will be asked "So, are you going to return to 12000 BC?" instead of "So, are you going to look for Schala?" for obvious reasons.

And after any ending possible after getting Magus and Schala in your party a short clip will happen. Magus and Schala arrive to the cave with the gate in 12000 AD.

Schala nears the exit and complains about the difficult it'll be to leave without an airship. Magus tells her he has to tell her something first.
"Schala... I'm..."
Schala turns around and tell him, "You're Janus, right?" Magus obviously surprises and can't talk.
"I knew it since you rescued me. I noted, in the very deep of you, a resemblance to Janus when you posed as the prophet, but it was impossible to think such a thing. But later, the look in your eyes after you found me again, and every time you looked at me made me suspect, and I was sure when Gaspar explained me about the time travel, and how were you sucked into the gate the first time.
"That's why you never tried to look for me, uh?"
"I planned to, but by the time Lavos was destroyed, I already realized who you were."
She pauses for a while. "But, I'm still looking for my little brother"
"Huh?" Then Schala runs to Magus as the music brightens up. Magus hugs her.
"Finally, Schala, finally."
Then the scene ends and the credits or the world shows up.

As a note, Cyrus will also appear on endings with Frog, but he will only say "The kingdom has waited long enough for me. I must go back." and follow Frog and disappear with him.

Okay, I have been enough of an evil webmaster -to not to say another things- for the time being. I hope you already figured it out by now. For some, the following statement will be an insult to their intelligences; for others, an unbelievable revelation:

This tricks are not true! They are completely made up by me, Saul! Here are the hints you could have noticed to come to this conclusion before I told you:

- Tricks so secret that Squaresoft doesn't know? That is not possible as the company has to program everything into the game.
- I said it was inspired in false FAQs to make this section.

- The main clue of all, if you see the code at the beggining, you'll notice you have to press the impossible O button in the SNES controller.
- It is obviously most impossible to exchange components for the SNES and PSX as stated in the FF7 characters trick.

Well, happy anticipated April Fools day and please don't be too rough on your comments about his since little kids may be surfing the page.

There! I spilled the beans, so now you can continue trusting everything else that I tell you.

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Happily Ever After

Defeat Lavos after obtaining the Hero Medal in 600 A.D. and before the welcoming bash in the prehistoric age. You'll see the heroes and their lives after their quest. You'll get credits interspersed with wierd scenes, including Magus on the Cape from 12000 BC, only it's covered in grass and Ozzie, Slash, and Flea are there; then, it shows a massive army gathering at Guardia Castle; it also shows Frog leaving home unarmed, and Ayla, Kino, and extras fighting Reptites. It also contains brief cameos of Crono, Marle, Lucca, and Robo.

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Dramatic Staff Credits

Defeat Lavos after the theft of the Gate Key and before the resurrection of the Masamune. You'll get movie style ending credits.

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Fixing Robo

You can get this ending if you go to face Lavos immediately after you've given the fully repaired Masamune back to Frog. The ending consists of Crono sleeping during the entire episode while Marle & Frog are working on Robo trying to fix him. Frog says he has things to take care of, stumbles on a book & they all laugh. After this, Frog goes to Magus' castle where you would normally fight him (in that shrine with the guy with 4 arms) and the credits role while you hear Frog and Magus battling. At the end there is a shadow on the top of the flying wolf statue on top of the castle.

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Frog vs. Magus

Beat Lavos after giving Frog the Masamune and before beating Magus at his castle. You'll see the ending in which Frog challenges Magus to a duel to avenge his friend's death and bring on his own transformation.

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Dino Shores

Take on Lavos after defeating Magus and before fighting Black Tyrano. The opening scene is repeated, except that Chrono and his Mother are Reptites! When you go to the Millennial Fair, everyone there are reptites as well, except for the Green Jogger, who is human. After the credits, Azala is alone on the screen, and "THE END" drops on her.

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Magus Ending